URSA (Universal Role-playing System Action)

Character Creation

Characters have two or more areas (basic Physical, Mental). Areas split into three abilities (Strength, Agility, Health). This is a stat (ex: Physical-Health). Prioritize areas (1-2) and abilities (1-3) within each (higher=better). Area multiplied by Ability gives Stats. Extra areas: 1 stats if 0 priority.

Player picks skills for characters, subject to GM. Easy way: ten skills, one at four, two at three, three at two, and four at one. Hard way: use any combo, so long as it adds to twenty. Unskilled, use ½, or zero for training-only skills.

Resolution

Skill gives six sided dice to roll, applicable stat adds to roll. Beat target with roll above stat, complete success. Roll below stat, success with complication. Fail, roll below stat, simple failure. Otherwise add an additional complication.

If being opposed, opposition roll sets target, skill/stat can give advantage.

Complications: +1 to target. A situational advantage: -1.

Passive difficulties: Average: 10. Each step harder: +4. Each step easier: -4.

Combat

Opposed rolls. HTH uses physical-strength, ranged used physical-agility. Damage is to physical-health. Defender can -1 damage by taking long-term, personal complication.

Weapons:-3 damage. Can have complications and advantages.

Items can do the same.

Expansion

Area suggestions: Magic, Psionics,